

# Session 11



## Presentation Planning



PRESENTED BY Qualcomm



# Session Overview

## Outcomes

- The team will finalize their Innovation Project presentation.
- The team will finalize their robot for the Robot Game and create their Robot Design presentation.

**Session 11**  
Presentation  
Planning

**Introduction**  
(10-15 minutes)

**Inclusion  
Examples**

**Team Tasks**  
(100-120 minutes)

**Plan Robot Design  
Explanation**

**Practice Project  
Presentation**

**Share**  
(10-15 minutes)

**Share**

# Introduction



- Think about **Inclusion** and your team.
- Record examples of how your team makes sure everyone is respected and their voices are heard.

## → Introduction (10-15 minutes)

- ☐ Think about **inclusion** and your team.
- ☐ Record examples of how your team makes sure everyone is respected and their voices are heard.

## Session 11

## Presentation Planning


**Inclusion:** We respect each other and embrace our differences.



# Plan & Practice

- Continue working on your Innovation Project presentation.
- Plan and write out your Robot Design explanation. Refer to the Robot Design rubric for what to cover.
- Make sure everyone can communicate about your design process and programs.





## Robot Design

Team #

Team Name

Judging Room

**Instructions**  
 Teams should communicate to the judges their achievement in each of the following criteria.  
 This rubric should be filled out during the Robot Design explanation.  
  
 Judges are required to tick one box on each separate line to indicate the level the team has achieved. If the team exceeds, please make a short comment in the Exceeds box.

BEGINNING 1	DEVELOPING 2	ACCOMPLISHED 3	EXCEEDS 4
How has the team exceeded?			
<b>IDENTIFY</b> – Team had a clearly defined mission strategy and explored building and coding skills they needed.			
<input type="checkbox"/> Unclear mission strategy	<input type="checkbox"/> Partially clear mission strategy	<input type="checkbox"/> Clear mission strategy	<input type="checkbox"/>
<input type="checkbox"/> Limited evidence of building and coding skills in all team members	<input type="checkbox"/> Inconsistent evidence of building and coding skills in all team members	<input type="checkbox"/> Consistent evidence of building and coding skills in all team members	<input type="checkbox"/>
<b>DESIGN</b> – Team produced innovative designs and a clear workplan, seeking guidance as needed.			
<input type="checkbox"/> Minimal evidence of an effective plan	<input type="checkbox"/> Partial evidence of an effective plan	<input type="checkbox"/> Clear evidence of an effective plan	<input type="checkbox"/>
<input type="checkbox"/> Minimal explanation of robot and code's innovative features	<input type="checkbox"/> Partial explanation of robot and code's innovative features	<input type="checkbox"/> Clear explanation of robot and code's innovative features	<input type="checkbox"/>
<b>CREATE</b> – Team developed an effective robot and code solution matching their mission strategy.			
<input type="checkbox"/> Limited explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/> Simple explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/> Detailed explanation of their robot and its attachment and sensor functionality	<input type="checkbox"/>
<input type="checkbox"/> Unclear explanation of how code makes their robot act	<input type="checkbox"/> Partially clear explanation of how code makes their robot act	<input type="checkbox"/> Clear explanation of how code makes their robot act	<input type="checkbox"/>
<b>ITERATE</b> – Team repeatedly tested their robot and code to identify areas for improvement and incorporated the findings into their current solution.			
<input type="checkbox"/> Minimal evidence of testing their robot and code	<input type="checkbox"/> Partial evidence of testing their robot and code	<input type="checkbox"/> Clear evidence of testing their robot and code	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence their robot and code was improved	<input type="checkbox"/> Partial evidence their robot and code was improved	<input type="checkbox"/> Clear evidence their robot and code was improved	<input type="checkbox"/>
<b>COMMUNICATE</b> – Team's explanation of the robot design process was effective and showed how all team members have been involved.			
<input type="checkbox"/> Unclear explanation of robot design process	<input type="checkbox"/> Partially clear explanation of robot design process	<input type="checkbox"/> Clear explanation of robot design process	<input type="checkbox"/>
<input type="checkbox"/> Minimal evidence that all team members were involved	<input type="checkbox"/> Partial evidence that all team members were involved	<input type="checkbox"/> Clear evidence that all team members were involved	<input type="checkbox"/>

Feedback Comments

Great Job:

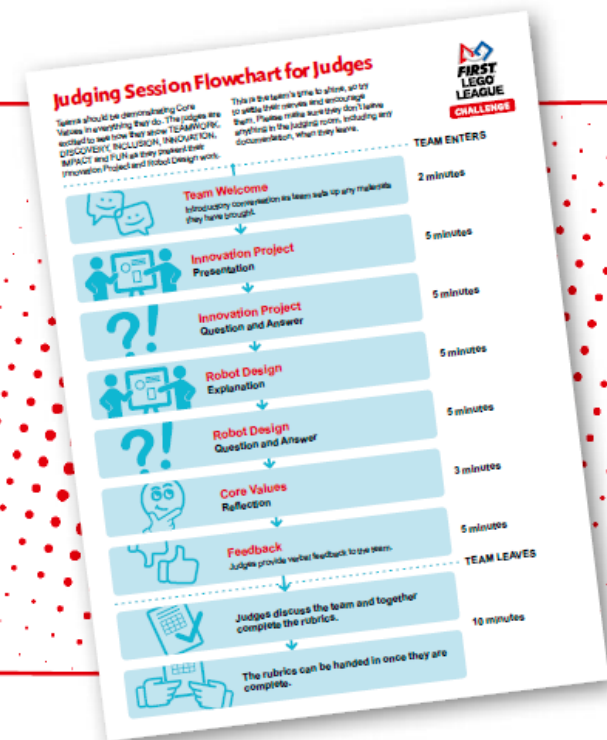
Think About:

# Plan & Practice

- Determine what each person on the team will say.
- Practice your full presentation.

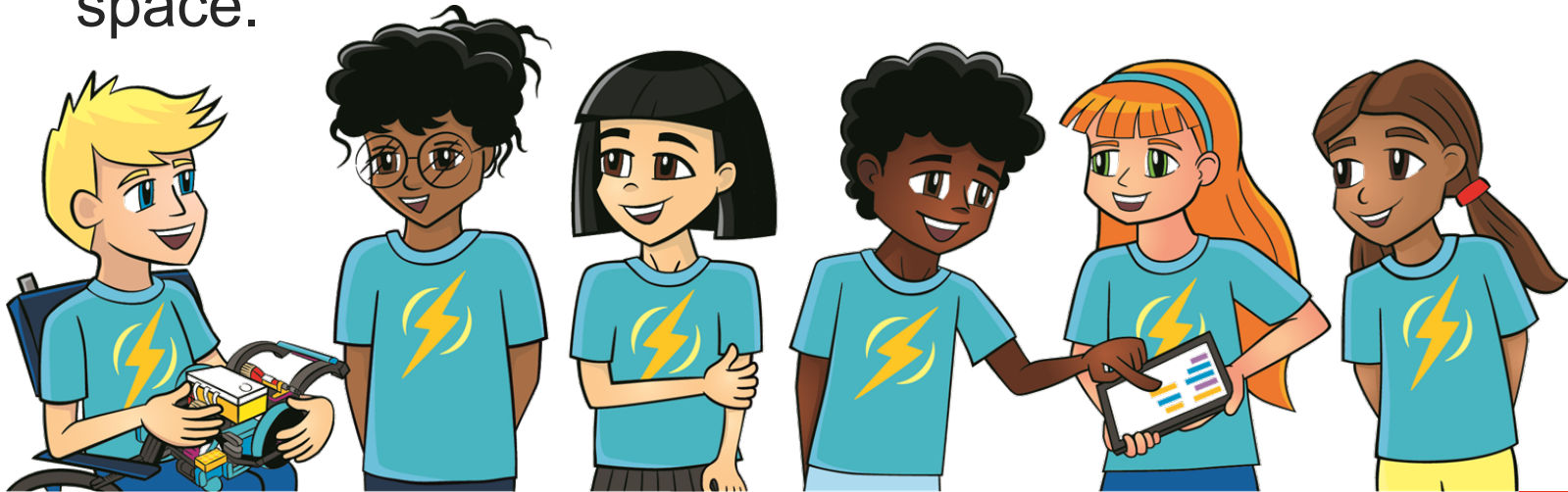
## What to Expect at Your Event

- Your team should have fun and show team spirit and enthusiasm at the event. Be sure to show Core Values into everything you do.
- Your whole team will meet with the judges in a single judging session to share your team's journey throughout the season. Think about what you have achieved and what challenges you have faced and overcome.



# Share

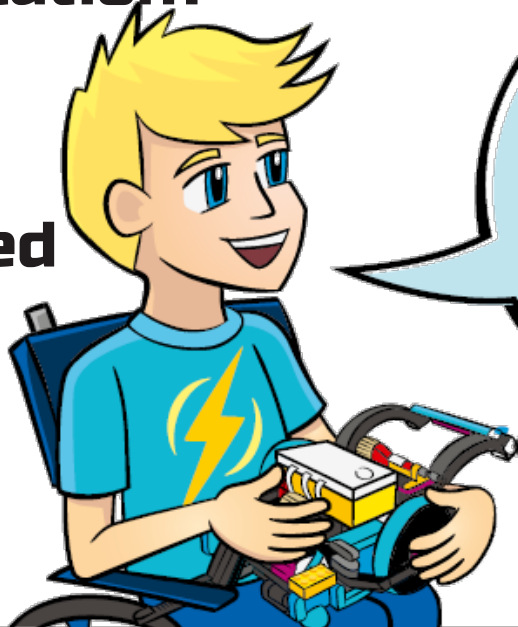
- Get together at the mat.
- Discuss the presentation and each person's role.
- Run a practice 2.5-minute match and explain what missions were done.
- Discuss the reflection questions.
- Decide what else needs to be done and clean up your space.



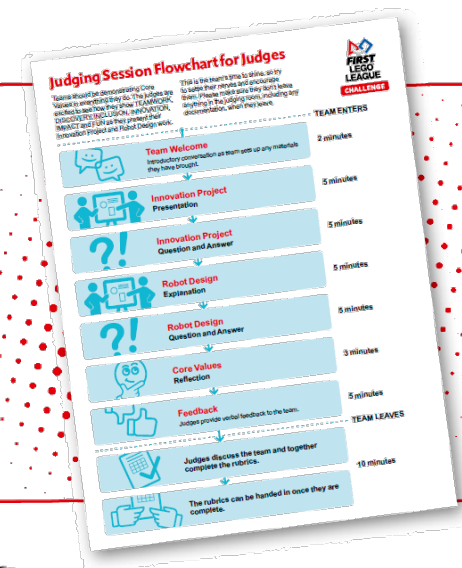


# Reflection Questions

- Do you have a plan for what to do if one mission does not work?
- Does everyone have a speaking part in the presentation?
- How has **FIRST<sup>®</sup> LEGO<sup>®</sup> League** impacted you?



Review the judging session flowchart to see how you will present your Robot Design and Innovation Project.



# Multimedia Resources



*You may wish to embed a relevant, age-appropriate video for your students here. See the Notes for an example.*



# Clean Up





***FIRST*<sup>®</sup> and the *FIRST*<sup>®</sup> logo are registered trademarks of For Inspiration and Recognition of Science and Technology (*FIRST*). LEGO<sup>®</sup> and MINDSTORMS<sup>®</sup> are registered trademarks of the LEGO Group. *FIRST*<sup>®</sup> LEGO<sup>®</sup> League and SUPERPOWERED<sup>SM</sup> are jointly held trademarks of *FIRST* and the LEGO Group. SPIKE™ Prime is a trademark of LEGO<sup>®</sup> Education. All other trademarks are the property of their respective owners. ©2022 *FIRST* and the LEGO Group. All rights reserved.**